BIO-ANDROID EXPANSION

Dungeon and Dragon Ball 5e Expansion

D&DB5E

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Optional: Bio-Android

Redesign by @DOMDOM with tweaks for balancing

The Bio-android can not take a subrace or any racial features outside of this race.

Physical Description

Abominations created from the cells of others, Bio-Androids come in all different shapes and sizes.

History

Several Bio-Androids have been created since Cell, most emerging only within the last 50 years (they take an average of 20 years to create, 5 years to mature).

Society

Bio-Androids are not very accepted into society because of their uniqueness, making them strange to any race. Still, they are not completely neglected. Those who remember Cell, however are very distrusting to the race.

Racial Traits

Ability score increase

Designated by Genetic Makeup

Speed

Your base walking speed is 30ft

Languages

Common and the languages of the races in your genetic makeup

Skills

You gain 2 skills of your choice.

Racial Features

Unique Physiology

Your Creature tag is Monstrosity and your Ki Signiture appears as a strange amalgamation of Signatures. Creatures have advantage on perception checks to find your Ki when you are not actively concealing it.

Biotic Blueprint

The design philosophy of your creation differs from scientist to scientist. Are you a complete being that has had traits hand picked from the races of the universe or are you perhaps an imperfect being that must absorb more beings to become the perfect life form.

Incomplete Creation:

Your journey is to become the ultimate lifeform. You Start with 2 Genetic Makeup features.

You've been designed to improve you have the ability to absorb other life forms including other androids through a tail or an intergrated weapon within your body called **Life Drain** to make an unarmed strike. You decrease the damage step by 1 when dealing damage using **Life Drain** but you may choose to deal damage to their hit poitns or ki points. Dealing damage in this way gives you an amount of ki points equal to the damage dealt.

Beyond absorbing them, you may additionally gain their skills and abilities by fulling intergrating them within you. You may target a creature using **Life Drain**. If you would bring a creature down to 0 hit points by a **Life Drain** attack, you may choose to absorb them into you. You may alternatively target a creature that is willing **and not charmed**, you may automatically absorb the creature as an action.

You may integrate a number of creatures equal to half of your Constitution Modifier. When you would absorb a creature from **Life Drain**, you gain the following benefits:

- You gain the benefit of an additional Genetic Makeup of the race you had absorbed. You do not gain the additional bonus to your Ability Score.
- You learn all techniques and languages of the assimilated, this will not improve a move you have if you already have it to a higher degree of mastery but if they have an improved version you do get it.
- If they have any ability scores higher than yours you may add +1 to those scores, this may increase it above a Ability Score maximum.
    - If none of their Ability Scores surpass yours you gain +1 to whichever Ability Score was their highest.
- You gain the *Fusion Tag* when you absorb a creature this way

Artificial Warrior:

You are a warrior that had its genetic makeup cherry picked, You gain 3 Genetic Makeup features. You may pick the DNA Specialization Feat two additional times, ignoring all limitation

Bio-Android
World of Dragon Ball

Genetic Makeup Features

Looking for the old version of Bio-Android?
Can't get over the lose of the broken mess that was the old version? The Legacy version of Bio-Android can be found here.

Alien

- +1 to any Ability Score

You were created with extra terrestrial DNA. You gain resistances to a damage type of your choice, Youre are also granted access to the full power transformation at Level 5 and Once per long rest, you can enter the Enraged Condition as a bonus action on your turn. Each time you use this past the first you gain 2 level of exhaustion.

Android/Cyborg

As opposed to DNA, the specific cybernetic parts were applied to yourbody, enhancing your bodies capability. You gain 1 Rank of *Light Weight*. If you absorb a creature that has the Cyborg Subrace, you must choose between the Main Race or the Cyborg Subrace.

Arcosian

- +1 Intellegence

With the DNA of the unstoppable Arcosians your body hardens with natural armor gaining +1 bonus to AC. You also gain access to the gates of power transformations up to 4th form

Beastmen

- +1 to any Ability Score

Having DNA of animals within your body, you learn to become more animalistic. You gain the **Predator or Prey** feature from Beastmen and you may now comprehend with beasts.

Cerealian

- +1 Dexterity

You feel the effect of your keen Cerealian DNA, Once per short rest you gain an extra reaction on your turn. You also gain the tenacity of a cerellian, Once per long rest if you fall to 0 Hit points you instead fall to 1 and you now bear the crimson eyes of a Cerealian, You gain access to the Red-Eye Activation Power Up

Chronin

- +1 Dexterity

With the blood of the Adapting Chronins you gain their innate ability to control time and gain access to Chronal Manipulation. The chronins are able to adapt quickly and learn as they fight Whenever you are hit with a critical hit roll a d20 check with a DC starting at 12, increasing by 2 each time you succeed. On a Successful check you gain 1 training boon. These boons must be used immediately at the start of your next turn.

Demon

- +1 to any Ability Score

Your DNA is made up of entities of negative emotions, drawing powers from those who come from Other World. You gain a Demonic Ability of your choice from the Demon Race.

Earthling:

- +1 to any Ability Score

Having Human DNA gives you their innate ability to learn and adapt. You gain proficiency in 2 Skills of your choice or Expertise in 1 skill. You also gain access to the super earthling transformation.

Grey's

- +1 Strength or +1 Constitution

The stoic Grey's DNA has given you their overflowing strength. All your Ability Score maximums increase by 2. Once per long rest you may initiate a clash using half ki. You also learn how to use meditation to regain ki, as an action on your turn you may enter a special meditation stance, floating just over the ground. You regain (5 times your Ki rank) Ki.

Konastian

- +1 to any Ability Score

Your Konatsian blood has manifested into warrior potential.
You gain a bonus to Static Bonus with all melee attacks and techniques while wielding a simple or martial weapon that you are proficient with equal to your Ki Rank. You may also use any weapon that gains this benefit in place of an unarmed strike for a melee technique.

Majin

- +1 Constitution

The blood of the mystical majin courses through your veins, your body becomes elastic and has the consistency of rubber, your unarmed strikes gain the reach property. Along with this your body has been engineered to repair itself, as an action you may spend ki to heal at a 2:1 ratio. With your malleable body you also gain the ability to squeeze into a space at least 1 inch wide.

Mashin-jin

Cannot be taken with Shinling DNA

- +1 Constitution

You have the blood of demons in you. You gain access to Mahshin-jin power ups And resistance to fire and necrotic damage. You can also empower an attack with demonic energy, when you deal damage you may use a bonus action to change its damage type to necrotic.

Namekian

- +1 Wisdom

The DNA of the noble Namekians flows through you. You gain their elastic limbs, Your Unarmed Strikes gains the reach property. Namekians are also known to regrow their own limbs. As an action you may spend 2 ki to heal 1 hit points and 30 ki points to regrow a lost limb.

Neko Majin

- +1 Charisma

Your DNA is made up of a mystical species known for their copycat capabilities. you gain the *Eagled-Eyed Adaptation* **Heroic Feature** but you may use it a number of times per long rest equal to your Proficiency Bonus. You can memorize a number of **Techniques** equal to half your **Intelligence Modifier**

Ogre

- +1 Constitution

Your Ogre durability has surfaced allowing you to fight with the tenacity of the Otherworld.

As an action on your turn you may spend stamina to gain Xd12, where X is equal to the stamina spent, and gain Temporary HP equal to the total. This health disappears after 1 hour or whenever you gain additional Temporary HP.

Saiyans

- +1 Strength or Dexterity

You where created with the cells of the prideful warrior race. You gain the saiyans ability to bounce back from near death. Whenever you fail a death saving throw roll a d20 check with a DC starting at 8, increasing by 2 each time you succeed. On a Successful check you gain 1 training boon. You may use this boon immedietly or as soon as you regain conciousness for the chance at a second zenkai boost. You also gain access to the super saiyan transformation up to super saiyan 2.

Sateery

- +1 Wisdom or +1 Charisma

The DNA of the mysterious Sateery race grants you access to one branch of magic from the Mysticism Class Feature. You also gain resistance to ki damage but have disadvantage to all spell saving throws.

Shinling

Cannot be taken with Mashin-Jin DNA

- +1 Wisdom

This rare divine DNA grants you a taste of godhood, You gain access to the Kaioken power up. You also can empower an attack with divine energy, when you deal damage you may use a bonus action to change its damage type to radiant. You also gain resistance to radiant damage.

Skehmen-jin

- +1 Strength or +1 Dexterity

You gain the abilities and traits of the slothful Skehmen-jin. You gain their trait of being extremely difficult to kill you gain proficiency in Dexterity Saving throws. If you already have that proficiency you may choose 1 saving throw that you do not already have proficiency in. You also become a perfect being of rest, Whenever you take a short rest you restore full stamina instead of half. Youre demeanor can also change on a dime You gain the ability to, once per long rest, enter an empowered state of "Enraged". This condition lasts for a number of rounds equal to half your proficiency bonus. Each time you use this feather past the first you gain 2 levels of exhaustion.

Yardratian

- +1 Wisdom

Your Yardratian DNA has manifested as a natural spirit contol. At level 1 you gain 1 Spirit Control Feature of your choice. You also gain an additional feature at Ki Rank 3.

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(Optional) Bio-Android Feats:

Deadly absorption:

Prerequisite: Incomplete Creation

Your **Life Drain** now deals your Unarmed Damage and you may now use Weapon Techniques with your **Life Drain**

DNA Specialization

Prerequisite: Level 5+

Pick one race from your Genetic Makeup, you gain the corresponding bonuses listed below. This cannot be changed later:

Alien

You now only receive 1 level of exhaustion from going past your enraged limit. You also gain the Full Power Transformation.

Arcosian

You gain access to all Arcosian Transformation/Power Ups and Racial Feats

Beastmen

You gain the Animal Biology Feature from Beastmen and you may 1/3rd of your proficiency bonus to your AC while not wearing armor

Cerealian

You gain access to all Cerealian Power-ups and permanently get an additional reaction on your turn.

Chronin

You gain the ability to turn 1 Stamina into 2 Time Points. And gain access to the Quickened Storage Feat

Demon

You gain Resistance to 1 *Damage Type* of your chocie and you gain access to all Demon Feats.

Earthling

You gain access to all Earthling Power Ups and racial feats

Greys

Your Ability Score maximum increase by an additional 2 and meditation now gives 10 times your ki rank. You also gain the full power transformation

Konastian

You gain access to 1 Branch of Magic of your choice as if you gained the Mysticism Feature and you have advantage on saving throws against being charmed.

Majin

Your unarmed strikes gain an additional 5ft equal to your proficiency bonus/3 rounded down. You regeneration now becomes 1 Ki for 1 HP.

Mashin-jin

You gain access to all Mashin-jin Transformations and Power Ups and gain access to racial feats. You gain the Infernal tag.

Namekian

You gain access to all Namekian Transformations and Power Ups and Racial Feats

Neko Majin

You may now copy a number of abilities equal to your Intelligence Modifier and you gain the **Mystical Mimicry** Feature from Neko Majin. You additionally gain access to all Neko majin Feats

Ogre

Increase your maximum stamina by an amount equal to your level and you gain an additional +1 stamina every time you level up from this point.

Sateery

You gain the Energy Thief feature and gain the Full Power Transformation

Saiyan

You grow a saiyan Tail. choose between Berserker Saiyan or Universe 7 Saiyan you gain access to all the transformations of the chosen archetype. You also gain access to saiyan racial feats.

Shinling

You gain the Celestial tag and gain access to Racial Feats

Skehmen-jin

You can now enrage once per short rest. You also gain the ability to change any damage you deal into fire damage.

Yardratian

You gain an additional spirit control feature at rank 2 and rank 4, if you are already past or at these ranks you gain them at this time.

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Bio-Android Expansion (Genetic Makeup)

Bleach: The Ancient Wishing Dragon

Hollow (Optional)

- +2 Charisma. -1 Intelligence

You gain the monstrous capabilities of the monsters that attacked Earth without being seen. You gain access to their Hollow Technique List and you gain the **Menos Grandes** feature up to Gillian.

Quincy

- +1 Wisdom

Your DNA includes the brilliant power of the Quincies, gaining an innate connection to the energy around you. You gain the Heileg Bogen weapon from the **Quincy Cross**. Additionally, you may spend 30 ki as an action you gain 30 feet of flying speed and as you gain the Blut Arteries Technique but the casting time is changed to an action.

Shinigami

- +2 Intelligence, -1 Charisma

Your DNA is part of the ancient warriors that have protected the different worlds throughout the realms, to the point where even your own weapon has awakened. You gain the **Zanpakuto** Feature from Shinigami and at 8th Level, you gain the **Soul Release Feature**

Comic Compendium

Amazons

- +1 Strength or Dexterity

You gain the DNA of the proud race of the Amazons within you, enhancing you with the power of not only the Amazon strength but with the might of Zeus within them. You gain an additional Attunement Slot and while you are in combat or a hostile enviornment, you have advantage on Wisdom skill checks.

Asgardians

- +1 Wisdom

Your DNA is that of the mighty race under Odin, the leader of Asgard and are filled with strength unlike any other. You count as one size larger when determining your carrying capacity and the weight you can push, drag or lift and you gain a permanent +1 to Power. This bonus to Power also affects spellcasting even if you do not normally gain this benefit.

Kryptonians

- +1 Intelligence, -1 Dexterity

Your DNA is that of the intelligent race whose growth of strength is granted by the might of the Sun, allowing them to push beyond their weakened state when under a red sun or exposed to kryptonite. While you are under the Sun listed under the Solar Effects in the Kryptonian Race, you gain Solar Points. You may hold a maximum Solar Points equal to your proficiency modifier. For each 4 Solar Points you have stored, you gain +1 Power.

Tamaraneans

- +1 Constitution

Your DNA is connected to the Tamaraneans, an alien species of peace but filled with extraordinary power within them. Whenever you would cast a technique with the charge function, you always treat it as having at least 1 round of charge and you gain +1 Stamina at level 1 and everytime you level up. If you are an Incomplete Creation and gain this, you gain +1 stamina at the level gained and everytime you level up thereafter.

D&DBZ Naruto Expansion

Shinobi

- +1 to any Ability Score

Your DNA is infused with a human race that has been enhanced by their own in depth understanding of Ninshu, having changed them to a molecular level. You may choose one of the following: **Ninjutsu**, **Taijutsu**, **Genjutsu** or **Bloodline** Features from the Shinobi Race. You gain the chosen feature and if you choosed the Bloodline Feature, choose a Bloodline of your choice and gain a feature listed under each Bloodline. If you choose Uchiha as your Bloodline, you do not have access to the Mangekyo Sharingan.

D&DBZ One Piece Expansion

Fish-Man

- +1 Constitution

Your DNA makes up a humanoid race that resides underwater, resembling all forms of aquatic life based on your DNA. You gain a 30 foot swimming speed that increases by 15 feet at Ki Rank 2 and whenever you are submereged in water, you gain a Power Bonus equal to half your Ki Rank.

Greenblood

- +1 to any Ability Score

Your DNA is special as it was designed solely based around a Devil Fruit, allowing you to fight akin to any Devil Fruit user. If you are an Incomplete Creation and absorb a creature with a Devil Fruit, you may choose to gain the benefit of this Genetic Makeup as opposed to the creature's original race. You gain the benefit of a Devil Fruit of your choice that is Very Rare or under or you gain the Devil Fruit that you used **Life Drain** on.

Lunarians

- +1 Dexterity

Your DNA makes up one of the most revered races that have been seen with little to no knowledge, however their power had enhanced even your own capabilities. You gain 30 feet of flight speed while not wearing heavy or medium armor. This increases by an additional 30 at Ki Rank 2. Additionally as an action, you may double your movement speed for 1 minute.

Mink

- +1 to any Ability Score

Your DNA makes up a race of mammalian humanoid with the ability to control lightning through their fur, giving them lightning enhanced strikes and naturally being born with a naturally enhanced body. When you cast a technique that would deal damage, you may spend Stamina to deal an additional 1d6 Lightning Damage fir each Stamina spent.

Oni

- +2 Strength, -1 Intelligence

Your DNA makes up for one of the physically strongest races known and a race that makes up one of the strongest known entity: a Yonko. You ignore the *Heavy* Property on weapons that you carry and can wield a Two-Handed Weapon in 1 hand, reducing the damage die by 1 step. You additionally get the Horn Charge Technique

Tales of Wallachia and Beyond

Belmont

- +1 to any Ability Score

Your DNA while human, is gifted in an innate sense of skill and strength of a family within the 11th Century, allowing you to keep up with the supernatural with little to no issue. You gain 1 branch of magic as if from the Gadget's feature and you gain a +1 Static Bonus to all martial and simple weapon attacks and Weapon Techniques. At level 9, this becomes +2

Square Enix Expansion

Genome

- +1 Wisdom

Your DNA makes up of humanoids that look akin to Earthlings but they carry a tail with them and are made as a blank slate far more than originally for you to grow by your own self. You can add Black Magik Technique or White Magik Techniques to your Learnable Technique List and you gain the *Trance* **Power-Up**.

Guardians

- +2 Strength or Wisdom, -1 Charisma

Your DNA makes up of a powerful quadrepdal race known for their natural capability to magyk and powerful strength. You gain the **Quadreped Power** Feature from the Guardian Race. Additionally, when you would cast a Technique that is not on the Magik Technique List, you may spend Stamina equal to double the Technique's Ki Rank to fire damage.

Hyur

- +1 to any Ability Score

Your DNA makes up to a unique set of humans thare are born with Magik flowing within them already due to the exposure of Mako. You gain the Limit Break Trained Feature and you can choose one option in the **Class** feature from the Hyur Race.

Toonling

- +1 to any Ability Score

Your DNA makes up of the power of the cartoon-like creatures that have been said to exist within an animated realm. You gain resistance to two of your choice: nonmagical bludgeoning, piercing, or slashing and whenever you gain Exhaustion, you treat it as having half the ranks as you actually have, you still die when you reach 10 ranks of exhaustion.

Sonic the Hedgehog Expansion

Mobian

- +1 to any Ability Score

Your DNA makes up of a race that harness the Chaos Emerald within them. You may choose one Mobian Type of your choice: **Speed Type**, **Power Type**, or **Flying Type** and you gain one *Heroic Inspiration Die*, this is a d6, this lasts until your next turn

Super Mario Expansion

Jumpman

- +1to any Ability Score

Your DNA makes up of a race that lives within the Mushroom Kingdom, known to be warriors amongst different worlds! You may spend 2 Stamina to take the Dash Action as a Bonus Action on your turn. Whenever youa re under the effects of this Dash Action or the Ki Dash Technique, you Jump Height is tripled.

Kong

- +1 Constitution

Your DNA makes up of a race of super enhanced primates, capable of being intelligent than a typical human and stronger than any ape that exists. You may choose one of the following

- ***Gorilla.*** Whenever you make an Unarmed Strike or Melee Technique you may spend Stamina to give yourself a Static Boost equal to the amount spent for that casting. You may not spend more than half of your Proficiency Bonus, rounded up, in Stamina in this manner for a single attack roll.
- ***Monkey.*** You gain 1 school of magic as if through the Gadgets Class Feature.

Koopa

- +1 Strength

Your DNA makes up of a race of wingless dragons witha intensely heavy yet powerful shell on their pack. At Level 5, you may choose to gain either the ***Dry Dry Mode Transformation*** or the ***Giga Mode Power-Up.*** Additionally you gain the ***Koopa Charge*** feature but only gain a +2 to your AC.

Nimbus

- +1 Charisma

Your DNA makes up of a race of small living clouds, typically known to be a happy and peaceful race. Your Basic Ki Blasts now deal lightning damage and while you have the *Enraged* or *Berserk* Condition, you deal an additional 1d6 Lightning Damage and your Techniques deal Lightning Damage.

Yoshi

- +1 Constitution

Your DNA makes up of a race of bipedal Dragons that live within a peaceful island, though noticeably smart for their capabilities. You gain the *Long Tounge* and the *Mount of Heroes* features.

DNA Specialization

Bleach: The Ancient Wishing Dragon

Hollow (Optional)

You gain access to Adjuchas and Vasto Lorde from the Menos Grades Feature and you gain access to Hollow Feats and Trained Feature.

Quincy

You gain access to Volstandig and all Quincies Feat. Additionally, you gain Blut Venes and the casting time for Blut Arteries changes back to its original coasting time.

Shinigami

You gain access to all Shinigami Feats and Trained Features.

Comic Compendium

Amazons

You gain a Heroic Feature and gain one each time your Ki Rank goes up. If you are higher than Ki Rank 1 when you gain this feat, you gain 1 for every Ki Rank you already passed.

Asgardians

Increase all Hit Die you have and will gain by 1 step and you count as having the Full Bodied Spirit Condition and the Celestial Tag while in **Otherworld, Asgard, or a Similar Divine Dimension**.

Kryptonians

You may now hold an maximum amount of Solar Points equal to double your proficiency modifier instead and you may now use abilities from your Solar Storage Ability

Tamaraneans

You gain the **Photosynthetic Metabolism** feature from Tamaraneans

D&DBZ Naruto Expansion

Shinobi

You gain a feature of your choice in the Shinobi Race or you gain a feature from the Bloodline you had chosen in your Genetic Makeup. If you are an Uchiha, you gain access to the Mangekyo Sharingan.

D&DBZ One Piece Expansion

Fish-Man

You now gain an amount of Power equal to your Ki-Rank instead of half while submerged. Additionally, you gain resistance to Cold Damage and when you would cast a technique, you may spend stamina equal to its rank to change its damage type to cold damage

Greenblood

You gain access to the Awaken! Feat

Lunarian

You gain access to the Ignite Power-Up, this Power-Up can be upgraded like a technique up to three times, increasing your Power by 1 or dealing an additional die of damage. Additionally, you gain resistance to fire damage.

Mink

You may add half your Proficiency Modifier to Initiative and can act normally on the first round of combat even when surprised. You also gain the Sulong Mode Transformation

Oni

Your AC increases by 1 while you are not wearing armor and you may choose one of the following: Beam, Blast, Barrage, Omni, Weapon, or Melee. You gain a +1 Static Bonus when using this Technique. At Level 7, this becomes +2.

Tales of Wallachia and Beyond

Belmont

Whenever you would reach 0 hit point, you may instead drop to 1 hit point and gain the Enraged Condition. You may not use this feature again until after a long rest. Additionally, you may choose One Ability Score, you raise its maximum by 2.

Square Enix Expansion

Hyur

You gain a +1 Power when the Trance Power-Up is active and you may gain proficiency to a skill or tool of your choice. At level 13, you gain another skill of your choice. If you gain this feat after Level 13, you gain proficiency at a skill of your choice.

Guardians

You gain access to all Guardian Feats and you may learn from the Guardian Arts

Hyur

You gain 1 Heroic Feature of your choice and you gain the Warrior's Trance Trained Feature

Toonling

You gain resistance to the damage type that you did not choose in Genetic Make-Up and when you fail a skill check or a saving throw, you may reroll the skill check or saving throw using a different Ability Score or Skill of your Choice once per long rest.

Sonic the Hedgehog Expansion

Mobian

You gain an a Heroic Feature, this Heroic Feature does not count as gaining a Heroic Feature from a Class Feature. You may increase your *Heroic Inspiration Die* to 1d8. This die increases at level 10 to 1d10 and once again at level 15 to a 1d12. If you gain this feat at level 10 or level 15, your *Heroic Inspiration Die* instead increases to a 1d10 or 1d12 respectively.

Super Mario Expansion

Jumpan

The duration of any *Power Up Items!* you use are doubled and you gain the **Building Speed** feature

Kong

You gain the *Eagle Eyed Adaptation* **Heroic Feature** and you gain the **Animal Instinct** feature

Koopa

You gain the option you had not chosen prior and your AC increases by an amount equal to your Ki Rank and when a creature would hit you with a melee attack while you are benefiting from the Block Maneuver or while you are benefiting from the **Koopa Charge** feature, creates take Xd4 *Piercing Damage* whenever they deal damage to you where X equals half your **Ki Rank**.

Nimbus

When you would gain this feat, you may treat any distance you fall as half of what it would really be. At Level 10 or if you gain this feat at Level 10, you gain 15 feet of Fly Speed. You gain this benefit again at Level 15. At Level 20, you gain immunity to Fall Damage or similar effects like Spike and Power Hit launching you into a Solid Surface.

Yoshi

You gain the Draconic Awakening Transformation and you gain the Egg Shot Feature